

MOTION GRAPHICS

Welcome to Motion Graphics Masterclass!

Are you ready to dive into the dynamic world of motion graphics and unleash your creativity? Our Motion Graphics Masterclass is designed to empower you with the skills and knowledge to craft stunning visual experiences. Whether you're a beginner or looking to enhance your existing skills, this course is your gateway to becoming a motion graphics maestro.

Unlock the Power of Motion

Learn the fundamentals of motion graphics, from keyframe animation to advanced visual effects. Discover the secrets behind captivating transitions, dynamic typography, and seamless integration of graphics into video projects.



Discover
*What Our School
Has to Offer!*

Why Choose Our Course?

- **Expert Instruction** Our experienced instructors are industry professionals with a passion for teaching. Benefit from their insider knowledge and hands-on guidance as you navigate the world of motion graphics.
- **Project-Based Learning** Apply your skills in real-world scenarios through hands-on projects. From concept to completion, you'll create compelling motion graphics that showcase your newfound abilities.
- **Cutting-Edge Software** Master industry-standard software like Adobe After Effects, Cinema 4D, and more. Stay ahead of the curve and learn the tools professionals use to create eye-catching animations.

What You'll Learn

1. Fundamentals of Motion Design

- Introduction to motion graphics
- Understanding keyframes and animation principles
- Creating smooth transitions and effects

2. Typography in Motion

- Dynamic text animation
- Kinetic typography techniques
- Incorporating text into video seamlessly

3. Advanced Visual Effects

- Green screen compositing
- Particle systems and simulations
- 3D motion graphics with Cinema 4D



DURATION

5 Months

Prerequisite

Laptop:

4GB RAM at least with Core 2 Duo/Core i3 and above is good for the program

LEARNING MODEL



**TUTOR-LED
PHYSICAL CLASSES**



**COLLABORATIVE & INTERACTIVE
LEARNING**



**INDIVIDUAL & GROUP
BASED PROJECTS**



VIRTUAL CLASS



About Syllabus

This course introduces students to the principles and techniques of motion graphics design. Motion graphics is a dynamic and creative field that combines graphic design, animation, and video production to convey information, tell stories, and create engaging visual content. Through hands-on projects and theoretical discussions, students will learn the fundamentals of motion graphics, including design principles, animation techniques, and industry-standard software tools.

Prerequisite

- Basic knowledge of graphic design principles and proficiency in relevant design software (Adobe Creative Suite, specifically Adobe After Effects and Adobe Illustrator).

Course Duration

- 5 months



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SYLLABUS

Introduction to Motion Graphics

- Understanding the definition and scope of motion graphics
- Exploration of historical and contemporary examples

Fundamentals of Design for Motion

- Typography and layout principles in motion
- Color theory and its application in dynamic visuals
- Composition and framing for video

Introduction to Animation

- Principles of animation (timing, easing, squash and stretch, etc.)
- Keyframing and motion paths
- Utilizing the graph editor

Adobe After Effects Basics

- Interface navigation
- Layer management and organization
- Basic animation tools and effects

Creating and Manipulating Assets

- Vector graphics for motion
- Importing and working with external assets
- Incorporating 3D elements



SYLLABUS

Advanced Animation Techniques

- Expressions and scripting for automation
- Kinetic typography
- Advanced motion tracking

Sound Design for Motion Graphics

- Importance of audio in motion design
- Synchronization of sound and motion
- Basics of creating and incorporating sound

Project Planning and Storyboarding

- Developing a concept for motion graphics projects
- Storyboarding techniques
- Planning and organizing project timelines

Industry Standards and Best Practices

- Overview of industry trends and emerging technologies
- Creating content for different platforms (social media, web, etc.)
- Collaboration and workflow considerations

Portfolio Development

- Compilation and presentation of the students' best work
- Feedback and critique sessions
- Strategies for self-promotion in the field

NOTE: *This syllabus is subject to change at the discretion of the instructor. Any modifications will be communicated in advance to the students.*



SYLLABUS

Assessment:

- Project Assignments (40%): Completion of hands-on projects demonstrating understanding of design and animation principles.
- Quizzes and Exams (20%): Assessing theoretical knowledge and understanding of software tools.
- Class Participation and Discussions (15%): Active engagement in class discussions and critiques.
- Final Project (25%): Comprehensive motion graphics project demonstrating proficiency in all course concepts.



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ABOUT US

We are a school for individuals looking to gain technical skills and kickstart a career in Tech. Tech Zone Academy Offers Training, Consultancy, Advisory And All Related Services In All Areas Of Information Technology Including Computer Hardware And Software, Data Communication, Telecommunications. We deliver world-class software training, and tech infrastructure, to software engineers in rural and urban Africa, while deploying their skills to global technology needs. Take your skills from beginner to industry ready in 6 - 12 months. Neither a degree nor prior tech experience is required.





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Why choose us?

Small Class
Sizes

Experienced
Teachers

Safe
Environment

Supportive
Peers



Open Enrollment

for students of all backgrounds and
abilities. Come visit us to learn more!